

## CLAIMS

What is claimed is:

1. Method for conducting a game for one or more players, comprising
- (A) providing plural sets of contest elements for such game in which the contest elements include:
- (i) a surface area with playing indicia, and in which
- (ii) each such set includes a plurality of identical subgroups of contest elements of:
- (a) selected coloring, and
- (b) selected repetitive playing indicia on such surface area;
- (B) providing a game controller to distribute contest elements to each player in the game;
- (C) establishing a table of values for combinations of contest elements;
- (D) distributing, by means of such controller, a selected number of contest elements to each player, with each player receiving the same number of contest elements;
- (E) enabling each player to evaluate the combination of such received contest elements based on such table of values to elect whether or not to reject one or more contest elements;
- (F) permitting each player to selectively reject, for return to such controller, from zero to all contest elements obtained in Step (D);
- (G) distributing additional contest elements, by such controller, to each player corresponding to the number of contest elements, if any, rejected in Step (F); and

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21 (H) evaluating the combination of contest elements held by each player against  
22 such table of values.

1 2. The method of Claim 1, in which the number of sets of contest elements is at least  
2 five.

1 3. The method of Claim 2, in which the number of identical subgroups of contest  
2 elements is at least four.

1 4. The method of Claim 3, in which the contest elements comprise,  
2 balls of unique coloring, selected from the group consisting of

3 (a) black;

4 (b) red;

5 (c) yellow;

6 (d) blue; and

7 (e) green.

1 5. The method of Claim 4, in which such repetitive playing indicia on each such  
2 identical subgroup comprise representations of numerals 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.

1 6. The method of Claim 5, in which the number of contest elements distributed to  
2 each player, is selected from the group consisting of three, four and five.

1 7. The method of Claim 6, further comprising the steps of:

2 (I) permitting each player to place a wager at the beginning of the game; and

3 (J) paying, by such controller, each player having a winning combination of  
4 contest elements, as determined by the table of values according to the player's wager.

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1 8. The method of Claim 6, in which such game controller is selected from the group  
2 consisting of:

- 3 a) electronic video game machines;
- 4 b) mechanical game machines;
- 5 c) computers;
- 6 d) hand-held mechanical devices; and
- 7 e) hand-held video devices.

1 9. The method of Claim 7, in which such game controller is selected from the group  
2 consisting of:

- 3 a) electronic video game machines;
- 4 b) mechanical game machines;
- 5 c) computers;
- 6 d) hand-held mechanical devices; and
- 7 e) hand-held video devices.

1 10. A device for playing a game according to claim 6 selected from the group  
2 consisting of:

- 3 a) electronic video game machines;
- 4 b) mechanical game machines;
- 5 c) computers;
- 6 d) hand-held mechanical devices; and
- 7 e) hand-held video devices.

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- 1 11. A device for playing a game according to claim 7 selected from the group  
2 consisting of:
  - 3 a) electronic video game machines;
  - 4 b) mechanical game machines;
  - 5 c) computers;
  - 6 d) hand-held mechanical devices; and
  - 7 e) hand-held video devices.
- 1 12. Method for conducting a wagering game for one or more players, comprising  
2 (A) providing five sets of balls for such game in which,  
3 each such set includes forty balls:
  - 4 (i) of unique coloring, selected from the group consisting of
    - 5 (a) black;
    - 6 (b) red;
    - 7 (c) yellow;
    - 8 (d) blue; and
    - 9 (e) green;
  - 10 (ii) subdivided into four subgroups, each such subgroup having selected  
11 repetitive playing indicia on their surface area comprising representations of  
12 numerals 1, 2, 3, 4, 5, 6, 7, 8, 9, 10;
  - 13 (B) providing a game controller;
  - 14 (C) establishing a table of values for combinations of balls;
  - 15 (D) permitting each player to place a wager at the beginning of the game;
  - 16 (E) distributing, by means of such controller, three balls to each player;

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17 (F) enabling each player to evaluate the combination of such received balls based  
18 on such table of values to elect whether or not to reject one or more balls;

19 (G) permitting each player to selectively reject, for return to such controller, from  
20 zero to all balls obtained in Step (E);

21 (H) distributing additional balls, by such controller, to each player corresponding  
22 to the number of balls, if any, rejected in Step (G);

23 (I) evaluating the combination of balls held by each player against such table of  
24 values; and

25 (J) paying, by such controller, each player having a winning combination of  
26 balls, as determined by the table of values according to the player's wager.

1 13. A game according to the method of Claim 1.

1 14. A game according to the method of Claim 6.

1 15. A game according to the method of Claim 7.

1 16. A game according to the method of Claim 12.